

AMENDMENTS TO THE SPECIFICATION:

Applicants have provided changes to page 8, paragraph 3 to page 9, paragraph 1 of the specification, which replaces the original:

To determine the size of the texture map area, in 902 process 60 constructs a ~~normal~~ vector relative to a silhouette edge, in this example, between two end points 62 and 64 of silhouette edge 65 (see Fig. 10). ~~Normal~~ Vector 66 defines the height of the texture map area. In 903, process 60 determines the cross product of ~~normal~~ vector 66 and an eyepoint vector 67. This cross product produces a width vector 69, which defines the direction of the width of the texture map area. The width vector is orthogonal to both ~~normal~~ (height) vector (height) 66 and eyepoint vector 67.